ODYSSEY™

SHOOTING GALLERY TARGETS

. . . offers you an exciting new dimension in the enjoyment of your ODYSSEY game simulator. Your SHOOTING GALLERY includes the ELECTRONIC RIFLE, two Printed Circuit Game Cards and 4 different Game Overlays in two sizes. The total unit offers six variations for testing your skill!

ELECTRONIC RIFLE

Your Rifle is sturdily constructed and is completely safe. It does have an electronic circuit and therefore should be used only with the ODYSSEY game simulator.

It is designed to extinguish a light (or target) that appears on the television screen when either Game Card 9 or 10 is inserted into the Master Control Unit. Since the rifle is sensitive to all light sources, it is *important* that the room lighting (lamps and sunlight) be adjusted to simulate normal light for evening television viewing. Note: If the rifle is aimed at a light source other than that which appears on the screen (such as a lamp or sun-brightened window), it will extinguish the target.

GENERAL SET UP INSTRUCTIONS

1. Set up your ODYSSEY unit as outlined in your Installation and Game Rules book you received with your ODYSSEY game simulator. Be sure that the television receiver is turned on.

2. Plug the Rifle cord into the ACC (accessory) receptacle on the back of the Master Control Unit.

3. Insert Game Card #9 into the Master Control Unit. If a white spot of light is not visible on the television screen, cock the rifle by sliding the pump handle back towards the trigger and then releasing it (as illustrated). Should the light still not be visible, rotate the Player 2 Vertical and Horizontal Controls until the light is in the center of the screen. Stand approximately six feet from the television screen and aim the Rifle at the spot of light. When the trigger is squeezed, the spot of light should disappear—if your aim is accurate. If the light does not extinguish, continue cocking the rifle and pulling the trigger while moving closer to the screen.

4. Once you have extinguished the light and are certain of your aim, return to a position of approximately 6 feet from the television screen and cock the rifle to reset the target. Now aim the rifle at each of the four corners of the screen and pull the trigger. If the target should extinguish, turn the brightness control on your television *down* and the contrast control on your television *up*. This will lower the light level of the screen background and brighten the target.

GAME CARD #9 displays on the screen a single target which may be moved by the right player rotating the Player Control 2 Vertical and Horizontal Control.

GAME CARD #10 is used to display a continuously moving target. The moving target is set up by positioning Player number 1 on the far left side of the screen and Player number 2 on the far right side. With both ENGLISH controls in the upright center position, the target is activated by depressing the RESET button on the Player Controls. A slight adjustment of the ENGLISH controls may be required to make the target continuously bounce between player #1 and player #2. Once this is accomplished, the HORIZONTAL Controls of both Player Controls should be turned to move the players off the screen so that the moving target is the only visible light on the screen. The SPEED Control on the Master Control Unit may be used to adjust the speed of the target.

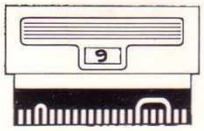
ODYSSEY IS A TRADEMARK OF THE MAGNAVOX COMPANY.

© THE MAGNAVOX CO. 1972

PREHISTORIC SAFARI

. . . Your Time Machine has landed in 1,000,000 B.C. . . . Most of your ammunition has fallen into a volcano and you have only 15 bullets left!

GAME AIDS

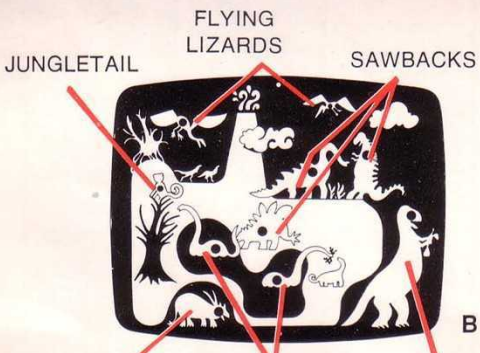


GAME CARD #9

GAME OVERLAY

A

TARGET LIGHT MUST MOVE FROM ANIMAL TO ANIMAL.



B

SET UP

1. Insert GAME CARD #9 into the Master Control Unit.
2. Place PREHISTORIC SAFARI Overlay on the screen.
3. Player 1 is the HUNTER with the rifle. Player 2 controls the Target Light.

PLAY

Player 2 uses his HORIZONTAL and VERTICAL Controls to move the Target Light from one animal to another. He must leave the light motionless on each animal **(Illust. A)** until the HUNTER has made his shot.

After 15 shots, the Player Control Unit is traded for the rifle and the procedure is repeated.

Whoever extinguishes the most targets in only 15 attempts is the winner.

GAME VARIATION

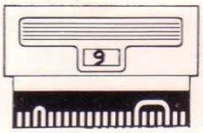
HUNTER EXPEDITION! (Illustration B) Bag the rare prehistoric species! Play procedure is the same as above, but species have the following value.

2 Flying Lizards . . . . . 10 PTS.
3 Sawbacks . . . . . 5 PTS.
2 Leatherbacks . . . . . 7 PTS.
2 Swamp Monsters . . . . . 5 PTS.
1 Jungletail . . . . . 10 PTS.

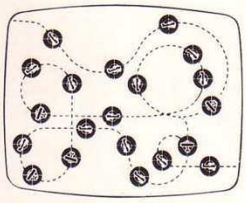
DOGFIGHT!

. . The Red Baron knows all the tricks. You've got to be good to knock him out of the skies!

GAME AIDS



GAME CARD #9



GAME OVERLAY

(Dogfight, continued)

SET UP

1. Insert GAME CARD #9 into the Master Control Unit.
2. Place DOGFIGHT Overlay on the screen.

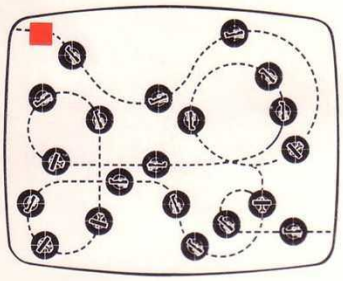
PLAY

Player 1, the left player, is the World War I Air Ace who blasts planes with his Electronic Rifle. Player 2, the right player, is the wily Red Baron.
(Illust. A) The RED BARON positions his Light at the start of his run. He must follow the dotted flight lines **(Illust. B, C).** If he goes off course, it counts as a hit for the World One Air Ace.

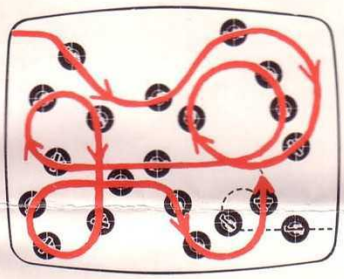
As the RED BARON flies through the dotted line flight course, the World War I Air Ace fires at him. A hit can only be scored when the Target Light is seen through the gun sight circles **(Illust. D).**

When Player 1 has finished his flight, the two players trade roles.

The winner is the player who scores the most hits after three flights.

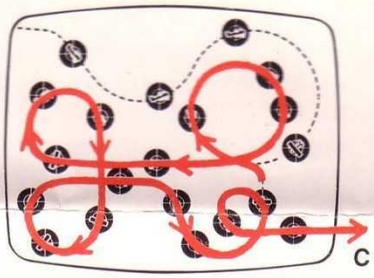


A



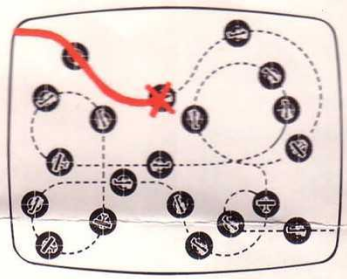
B

PLAYER 2 FOLLOWS THE COURSE AND . . .



C

REPEATS THE 3 LOOP SECTIONS BEFORE MAKING FINAL 4TH LOOP WHICH CARRIES HIM OFF SCREEN TO END FLIGHT.

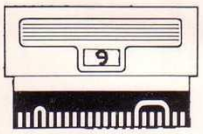


D

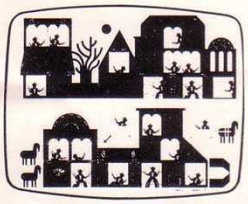
PLAYER 2 HAS BEEN EXTINGUISHED BY A DIRECT HIT!

SHOOTOUT! . . . It's the good guys against the bad guys!

GAME AIDS



GAME CARD #9



SHOOTOUT OVERLAY

SET UP

1. Insert GAME CARD #9 into the Master Control Unit.
2. Place SHOOTOUT Overlay on the screen.

PLAY

Player 1 is the SHERIFF with the rifle. Player 2 is the DALTON GANG.

Player 2 uses his HORIZONTAL and VERTICAL controls to position his Light in the first floor windows of Charley's Saloon. Player 2 makes his way down the length of the entire top block **(Illust. A, Pg. 4).** He must remain in each window and doorway for the time it takes him to say, "You'll Never Get me, Sheriff!" When Player 2 gets to the end of the block, he runs across the street via the horse and carriage to the house at the top right of the Overlay